

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
BEFORE THE BOARD OF APPEALS AND INTERFERENCES**

In re Application: BUDD O. LIBBY et. al.	)	Examiner: T. Harper
	)	
Serial No.: 10/612,782	)	Group Art Unit: 3714
	)	
Filed: July 1, 2003	)	Deposit Account No.: 04-1403
	)	
Title: ANIMATED LOTTERY BINGO GAME	)	Confirmation No.: 9688

**CERTIFICATE OF ELECTRONIC SUBMISSION**

I hereby certify that this paper and all attachments and any fee are being transmitted via the internet to the U.S. Patent and Trademark Office via the Electronic Filing System on November 23, 2009.

Jacqueline M. Leonard  
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(Signature of person transmitting paper or fee)

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**RESPONSE TO NOTICE OF NON-COMPLIANT APPEAL BRIEF**

Commissioner for Patents  
Post Office Box 1450  
Alexandria, VA 22313-1450

Dear Sir:

Appellants submit the following claims appendix section and evidence appendix section to overcome the Notice of Non-Compliance dated October 21, 2009.

**8. CLAIMS APPENDIX**

1-19. (Cancelled).

20. (Previously Presented) A system for a lottery bingo game that graphically portrays an animated bingo game using bingo game numbers, the system comprising:

at least one lottery terminal configured for dispensing bingo tickets to players, each said bingo ticket comprising at least one matrix of bingo game numbers;

a bingo game generator comprising an animation drawing subsystem and configured for providing a sequence of drawn bingo game numbers, said animation drawing subsystem comprising a library of video segments corresponding to the bingo game numbers;

a ticket validation module configured for comparing said sequence of drawn bingo game numbers to the said at least one matrix of bingo game numbers of each of said tickets to determine at least one winning ticket and a winning sequence of drawn bingo numbers, wherein said animated drawing subsystem is configured to retrieve video segments from said library that correspond to said winning sequence of drawn bingo numbers determined by said ticket validation module;

a bingo game video compiled by said animated drawing subsystem from the video segments retrieved from said library by said animated drawing subsystem; and

a server that includes said bingo game generator, said server configured for transmitting said bingo game video.

21. (Currently Amended) A system for a lottery bingo game as in claim 420, wherein said bingo game video further comprises one or more pre-recorded video segments of an announcement of the bingo game result by a real person.

22. (Currently Amended) A system for a lottery bingo game as in claim 420, wherein each said bingo ticket is associated with a corresponding ticket identifier, and said wherein said ticket validation module stores game data for each said bingo ticket including said ticket identifier and said at least one matrix of bingo game numbers for each said ticket.

23. (Currently Amended) A system for a lottery bingo game as in claim 420, wherein said bingo game video is published on a web site to which players can connect to participate in the lottery bingo game.

24. (Previously Presented) A method of conducting an animated lottery bingo game using bingo game numbers, comprising the steps of:

- dispensing bingo tickets to players from at least one terminal, each said bingo ticket comprising at least one matrix of bingo game numbers;

- providing a sequence of drawn bingo game numbers;

- storing a library of video segments corresponding to the bingo game numbers;

- comparing the sequence of drawn bingo game numbers to at least one matrix of bingo game numbers of each of the tickets to determine at least one winning ticket and a winning sequence of drawn bingo game numbers;

- retrieving video segments from the library that correspond to the winning sequence of drawn bingo game numbers;

- compiling a bingo game video from the video segments retrieved from said library; and transmitting the bingo game video.

25. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of integrating into the bingo game video one or more prerecorded video segments of the bingo game result by a real person.

26. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of associating each ticket with a corresponding ticket identifier.

27. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 26, further comprising the step of storing game data for each bingo ticket including the corresponding ticket identifier and the at least one matrix of bingo game numbers for each bingo ticket.

28. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of publishing the bingo game video onto a website to which players may connect to participate in a graphical simulation of the animated lottery bingo game.

**9. EVIDENCE APPENDIX**

None.

**10. RELATED PROCEEDINGS APPENDIX**

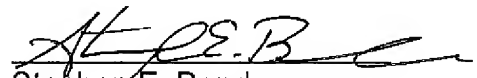
None.

**REMARKS**

Appellants' submit that the Appeal Brief is now in accordance with 37 C.F.R. § 41.37(c)(1)(iii). Please charge any additional fees required by this Appeal Brief to Deposit Account No. 04-1403.

Respectfully submitted,

DORITY & MANNING, P.A.

A handwritten signature in black ink, appearing to read "SEB", with a horizontal line drawn through it.

Stephen E. Bondura  
Registration No. 35,070

P.O. Box 1449  
Greenville, SC 29602  
Telephone: (864) 271-1592  
Facsimile: (864) 233-7342